MECHANID FEATS

DUAL ORIGIN

Credits

Introduction

Welcome to a new supplement to the Chronicles of Lost Tomes' Dual Origin system! Contained in this supplement is a set of racial feats available to characters with mechanid lineage.

Feel free to leave a review and tell us your thoughts on this supplement. If you like what you've read, consider supporting us on Patreon at patreon.com/ChroniclesofLostTomes. We are releasing new content every Wednesday leading up to the release of the full *Player's Tome to the Frontline* and all feedback is appreciated!

Using This Supplement

This supplemental material is intended for use with the Dual Origin system detailed here and in the *Player's Tome to the Frontline Preview*. If you want more options to mix and match your origin, feel free to check out our other releases over on the DM's Guild.

Origins Reworked

As longtime players of Dungeons and Dragons, we're always looking for creative new ways to build the characters that tell our stories. And while the existing framework of Fifth Edition leaves plenty of room for flavor in storytelling, it often lacks the mechanical element to reinforce the story our players wish to tell with their characters. We envision many kinds of stories, from a ragtag band of adventurers brought together to face the greatest evils the world has ever known, to larger-than-life legendary creatures navigating the ins and outs of interplanar taxes. We wanted to build a system that accommodated these variations in characters with a wide range of backgrounds in a way that makes each character, great or small, feel equally powerful.

In addition, we wanted more out of character progression than simply gaining class features or feats. We felt that a character's race had very little mechanical impact beyond the first tier of play. While we didn't want race to restrict player's options, we wished to celebrate what makes each race in these worlds unique in a meaningful manner

The Origins Reworked and the Dual Origin systems were our answer to this vision. With these systems, we gave ourselves the ability to create varied characters with unique backgrounds, each with their own special strengths to make them feel a little different each time we make a new character.

You may ask, will this skew the power balance of my game? In short: yeah, a bit. To elaborate, your player characters will be more powerful overall, but the abilities provided are designed to be less impactful than class features as the characters level up. In addition, we designed this with the intent of shining a light on aspects of the game that are normally overlooked during character creation, but may come in handy during what would otherwise be a "darn, I wish I'd picked that niche utility spell when I leveled up" situation.

On the other hand, one of the perks of this increase in power is that some races that previously saw less play may pique some interest. When was the last time you played a regular, milquetoast, run-of-the-mill human? The Human of the Realm may spark your interest again. Each race has been carefully adjusted to match the power scaling of the others. No matter what race combination you find yourself playing, the other players in your party should be about as strong as you are.

Dual Origin System

Using the Dual Origin system is as simple as choosing your character's parentage. Who made your character what they are? Are you fully human, or dragonborn, or are you perhaps the child of an orc and a particularly ambitious halfling? Whatever mix of creatures you fancy yourself as, you can piece your past together with the Dual Origin system.

Begin by choosing your primary race. This can come from either parent, and determines your ability score increases, along with some other key characteristics and features at 1st level. Your primary race will also grant you additional features at 7th and 13th levels.

Secondly, choose your subrace. Your subrace determines such features as your size, movement speed, creature type, and any languages you speak, along with a minor talent at 1st level, as well as additional features at 4th level. You can choose your subrace from any category, not just your primary race, so feel free to mix and match.

Lineage and You

So with all of this going on, how does this define your character's lineage? What does this allow you to access? Like with most questions, it can be answered by talking to your DM. Work with your Dungeon Master and decide which elements of your backstory grant you access to certain lineages. Access to a Draconic Bloodline, be it from a Sorcerer subclass or a race option, for example, may unlock features available exclusively to dragonkin, while the Rune Carver or Giant Foundling backgrounds from *Bigby Presents: Glory of Giants* may be enough for your Dungeon Master to consider you giantkin. These do not change your creature type, but they do open more gameplay options for you.

Mechanid Feats

The feats that follow are available exclusively to mechanids or creatures with the Construct creature type.

Enduring Sentry

Prerequisite: Sentry's Rest feature

You require less time to recharge after a day's adventures. You gain the following benefits:
• The time you must spend inactive on a long rest is reduced to four hours.
• You have advantage on Perception rolls made while you are resting.
• You gain darkvision to a range of 30 feet.

Mark of Gond

Prerequisite: mechanid Lineage

You are marked by Gond, god of creativity and invention. You gain the following benefits:
• Your Intelligence increases by 1, to a maximum of 20.
• You gain Gond Essence Casting.

Gond Essence Casting

You gain the ability to cast spells. See "Spell Rules" in the *Player's Handbook* for general rules on spellcasting and the spells listing provided for the Gond spell list.

Essence Slots

The Gond spell table shows how many essence slots you have to cast your Gond spells of first level and higher. To cast these spells, you must expend an essence slot of the spell's level or higher. You regain all expended essence slots when you finish a long rest.

If you have essence casting from multiple sources, you do not gain additional essence slots.

So What's The Deal With Essence Slots?

Essence slots function in most ways like Pact Magic or Spellcasting spell slots. You can use them to cast any spell that you know or have prepared, so long as you have a slot of a level compatible with the spell, regardless of what class or feature it comes from.

However, essence slots have a minor difference in function in that they are exclusively used to cast spells. If a multiclassed character with 5 levels in warlock and 3 levels in paladin also had access to essence slots, for example, they could not use their essence slots for their Divine Smite or invocations that use a spell slot, such as Mire the Mind, but they could use their essence slots interchangeably to cast paladin spells, Gond spells, or warlock spells.

Spells Known of 1st Level and Higher

You know one 1st-level Gond spell of your choice. The Spells Known column of the Gond Spellcasting table shows when you learn more Gond spells of 1st level or higher. Each of these spells must be of a level for which you have essence slots. For instance, when you reach 9th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level, you can replace one of the Gond spells you know with another spell of your choice from the Gond spell list. The new spell must be of a level for which you have essence slots.

If you have access to essence casting from multiple sources, you still gain all additional spells known for each source.

Spellcasting Ability

Intelligence is your spellcasting ability for your Gond spells, since your magic is gained through your connection to invention and ingenuity. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Gond spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Gond Spellcasting

Level	Spells Known	—Spell Slots per Spell Level—		
		1st	2nd	3rd
1st	1	1	—	—
2nd	1	1	—	—
3rd	1	1	—	—
4th	1	1	—	—
5th	2	1	—	—
6th	2	1	—	—
7th	2	1	—	—
8th	2	1	—	—
9th	3	2	1	—
10th	3	2	1	—
11th	3	2	1	—
12th	3	2	1	—
13th	4	2	1	—
14th	4	2	1	—
15th	4	2	1	—
16th	4	2	1	—
17th	5	2	2	1
18th	5	2	2	1
19th	5	2	2	1
20th	5	2	2	1

Gond Spells

1st Level
Alarm
Catapult
Comprehend Languages
Detect Magic
Expeditious Retreat
Grease
Identify
Mage Armor
Magic Missile
Shield

2nd Level
Arcane Lock
Borrowed Knowledge
Enhance Ability
Find Traps
Heat Metal
Knock
Magic Mouth
Pyrotechnics
Shatter
Spider Climb

3rd Level
Catnap
Create Food and Water
Galder's Tower
Leomund's Tiny Hut
Melf's Minute Meteors
Sending
Tiny Servant
Tongues

Integrated Weapon

Prerequisite: mechanid lineage

You expand the capacity of your form to take on new functionality. You gain the following benefits:

• Increase your Strength or Dexterity by 1, to a maximum of 20.

• You gain the ability to integrate a weapon into your body for use at will. When you take this feat or when you take a long rest, choose one weapon with which you are proficient. Over the course of an hour, you can integrate it into your arm. While you live, this weapon cannot be removed from you against your will, and you can draw and stow this weapon as a bonus action.

Integrated Focus

Prerequisites: mechanid lineage; Spellcasting, Pact Magic, or Essence Casting feature

You expand the capacity of your form to take on new functionality. You gain the following benefits:

• Increase your Wisdom, Intelligence, or Charisma by 1, to a maximum of 20.

• You gain the ability to integrate your spellcasting focus into your body for use at will. When you take this feat or when you take a long rest, choose a spellcasting focus on your person. Over the course of an hour, you can integrate your focus into your arm. While you live, this focus cannot be removed from you against your will, and you can draw and stow your focus as a bonus action.